

Digital Storytelling Report

"Start with the art of storytelling. Add the use of technology and storytelling goes digital! There are many forms of digital storytelling that may combine any of the following elements: text, image, sound, voice and moving images, in a coherent story. It is the interplay of these elements, each of which plays a unique role that gives this medium its power. However, no amount of digital magic will turn a poor story into a good one." <http://members.shaw.ca/dbrear/dst.html#anchor983821>

Fill out this form electronically about the digital story that you created (with Dr. Theresa's pre-approval). Underlined blanks (if you click in the middle of the line) and cells will expand to hold as much as you have to say. Feel free to add additional rows to the table if needed. Please delete any unused rows in the table before printing or submitting this report. Check the syllabus for information on how to submit your completed report (bring a printout to class, email it, upload it, etc.).

1. Your name: Jordan DeMillo Block #: 1
2. For what project did you make your digital story? Dr. Grace Reflection
3. What is the content information that is being conveyed in a story format (what were you trying to teach or demonstrate that you had learned)? Reflection on backward design, Mi/learning styles, and checking for understanding.
4. What type of story are you telling? Fairy Tail
5. What pre-approved source did you use for defining the type of story that you chose and its elements (copy and paste the URL)?
http://www.readwritethink.org/files/resources/lesson_images/lesson42/RWT027-4.pdf
6. What is a different product that doesn't involve a digital story that you (or your students) could have created to demonstrate understanding/explanation of the same content (e.g., Glogster, a documentary movie, a radio talk show, MuseumBox, Prezi, etc.)?
Radio talk show would have been a really humorous and interactive way to reflect on what we have learned. Also, a movie documentary would have been a cool way to portray what we have learned.
7. What are the advantages and disadvantages of using a digital story to convey content compared to the product you picked in #6? (Write a comparison of the two telling the pros and the cons of each.) Advantages would include that fact that you can take pretty standard information and add a humorous and interesting twist that will engage the audience. Disadvantages might be the amount of time it takes to develop a good digital story and some of the formats have fairly strict guidelines.
8. Fill in the chart on page 2 about your story. Add rows if needed. Delete any unused rows.

<p><i>The art of storytelling</i> – in the cells below, list each of the various elements of the type of story you are telling. (Copy and paste the element and its description/explanation from the source Web site.)</p>	<p><i>Your digital story</i> – in each corresponding cell below, tell what part of your digital story matches the element. <i>(If the description says your genre needs a superhero, tell who your superhero is. If the description says your genre has to have a conflict, describe the conflict in your story.)</i></p>	<p><i>Your digital story</i> –Tell how that element helps teach/ explain/ portray your content. OR tell what facets of your content are “told” through that element of your story. <i>(e.g., Marla is reluctant to have her information included in the Maine Memory Network and is perplexed by the “contraption.” It’s very appropriate that she ask the same questions that skeptics will ask about a new technology such as “aren’t there already things in the classroom that will do the same thing?”)</i></p>
<p>Do NOT need to include faeries.</p>	<p>Even though we do have fairies we did not need them because the characters could have been anything.</p>	
<p>Include Fantasy, supernatural or make-believe aspects.</p>	<p>All of us are fairy tale creatures or characters.</p>	<p>Well after we got thinking about it most every fairy tale creature’s life has a goal at the end much like backward design, however, typically the story must change because they meet new people or events have changed their course. Even though the middle of the story may have been changed the goal in the end was typically always the same.</p>
<p>Typically incorporate clearly defined good characters and evil characters.</p>	<p>Everyone is good except for one person who kidnapped our fairy god mothers.</p>	<p>Since we had to come up with a unique way of reflection we decided the fairy tale aspect was perfect for reflection. Fairy tale stories are full of symbolism and educational aspects so it was easy for us to pick someone evil and build a story with the rest of the creatures. We also realized that throughout most of their stories they will reflect and check for understanding so they make sure their audience is understanding</p>

		the story.
Involved magic elements, which may be magical people, animals, or objects. Magic may be positive or negative	Tinker bell, ginger bread man, and the beast. I think that covers it pretty well.	Another good reason to use a fairy tale is because of the interesting and humorous twist it can put on information. Instead of just telling you about MI we instead portrayed it through the life of the fairy tale creatures.
May include objects, people, or events in threes.	Three fairy godmothers and three things to teach.	Three professors, and three fairy godmothers.
Focus the plot on a problem or conflict that needs to be solved.	We are trying to rescue our fairy god mothers by teaching the next practicum class.	We had a problem so we incorporated resolution.
Often have happy endings, based on the resolution of the conflict or problem.	We were able to save our fairy godmothers.	We needed a conclusions to our reflection so why not make it a happy one.
Usually teach a lesson or demonstrate values important to the culture.	We are teaching about backward design, MI, and checking for understanding.	We needed to reflect and teach the three stages anyway.